To enable/disable Repeat or Shuffle when a CD is playing:

1. Press the **MENU** button (**12**).
2. Select **Audio Settings** on the screen menu.
3. Select **Repeat** or **Shuffle**.
4. Press **OK**.

PORTABLE MEDIA

Portable media devices can be connected to the media hubs located in the cubby box lid and the rear of the floor console. Compatible portable devices include:

- USB mass storage devices (e.g. a memory stick). Devices must use FAT or FAT32 file format.
- iPod® (iPod Classic, iPod Touch, iPhone™ and iPod Nano are supported - full functionality for older devices cannot be guaranteed). iPod Shuffle functionality cannot be guaranteed.

  Note: *iPod and iPhone are trademarks of Apple Inc., registered in the USA and other countries.*
- Auxiliary devices (personal audio, MP3 players, all iPods).

Devices with Bluetooth® connectivity (devices must support A2DP and AVRCP Bluetooth® protocols).

When connecting a portable storage device, use the **AUX** button (**5**) button. Many of the controls are similar to those available CD play.

Please disconnect your iPod when leaving the vehicle. Failure to do so may result in the iPod battery discharging.

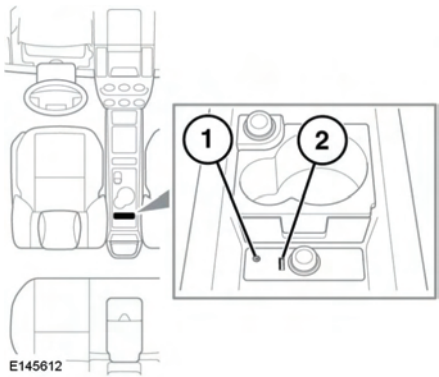
Note: *The audio system will play MP3, WMA and AAC files.*

To maximise playback quality, it is recommended that lossless compression is used for any media files on USB or iPod. Failing this, it is recommended that compressed files utilise a minimum bitrate of 192 kb/s (a higher bitrate is strongly recommended).

For media files delivered via USB or MP3 players, the highest compression rate supported, is 320 kbits per second (kbps). If anything less than 128 kbps is used, Digital Signal Processing (DSP) functionality may be lost.

Note: *Some MP3 players have their own file system that is not supported by this system. To use your MP3 player, you must set it to USB Removable Device or Mass Storage Device mode. Only music that has been added to the device in this mode can be played.*

CONNECTING A DEVICE



1. 3.5 mm AUX socket.
2. USB sockets.

Connect the device into the appropriate socket.

Note: *Use the cable supplied with your media device to connect to the USB socket.*